

WAR BETWEEN THE ANCIENT BALKAN STATES

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I. The Rules of Diplomacy, Copyright 1972 by GRI are used in 149 B.C. unless otherwise stated. The mapboard is, of course, different.

II. The map is on the reverse side. Major country boundaries are double lines provinces are single lines and seas are denoted by broken lines. Supply centers are dots. The initial positions for each major countries units is as follows:

ITALIA: F I3, A's I1, I4.

DALMATIA: F DM3, A's DM1, DM4.

PANNONIA: A's P1, P3, P4.

MACEDONIA: F's M1, M4, A M2.

DACIA: A's D1, D2.

MOESIA INFERIOR: F MI3, A MI1.

THRACIA: F T3, A T2.

ASIA: F AS2, A AS1.

III. Convoys and ferries. A convoy takes place when the convoying fleet does not move in that turn. A convoyed army moves with the support of the convoying fleet. A ferry takes place when a fleet moves one space and then convoys the army. A ferried army does not move with the support of the ferrying fleet. An army cannot move before it is convoyed or ferried. An army which is dislodged cannot be ferried. A fleet may not ferry, then move. ~~It~~ It must move, then ferry. If more than one fleet is involved in the convoy/ferry, these rules apply: You may not ferry a unit to a convoying fleet. You may, however, convoy a unit to a ferrying fleet, in which case the army does not move with any support. Example: F OI(C) A AS1-AI, A AS1-AI, F OF-OH, F(OH)(F) A AS1-AI. ((F) is ferries, (C) is convoys). That is a legal move. However A AS1-AI, F OH(C) A AS1-AI, F OJ-OI, F(OI)(F) A AS1-AI is not a valid sequence of moves. No matter how long the convoy chain is, it is only valid if all but the last fleet are convoying the unit. The last unit may either convoy or ferry, but only the last unit may ferry.

IV. Victory will be declared when one player has 15 units on the board or all other players concede. Conditions for a draw will be decided upon by the GM who is running the game.

V. The game begins in 149 B.C. and proceeds from there. Seasons are in regular Diplomacy.

VI. Movement Notes: 1. The Corinth Canal connects sea spaces OG and OH. This Canal is also the boundary between spaces A1 and A2. Accordingly, A2 (Athens) is not a two-coasted province.

2. All units may move directly between T3 and spaces AS2 and AS3, using the Dardanelles and Bosphorus straits. This does not affect the movement and convoys of fleets between sea spaces OK and OL.

3. Space I2 in Italia is a two-coasted space. Because of the way the map is drawn, there is no connection between sea space OC and Italian space I1.

4. Italian space I3 does not touch space I4 (Sicily).

VII. The game can be played by fewer than 8 people in which case the GM may decide which countries are to become minors, or they can be chosen by lot, according to the player's wishes...

